

Figure 1A

The first than the first first first

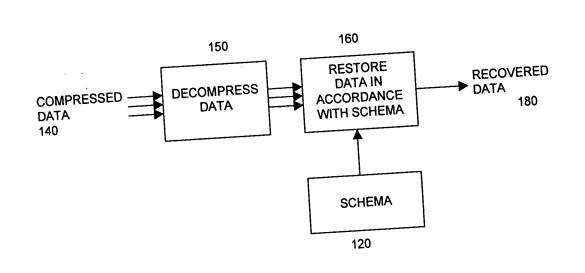


Figure 1B

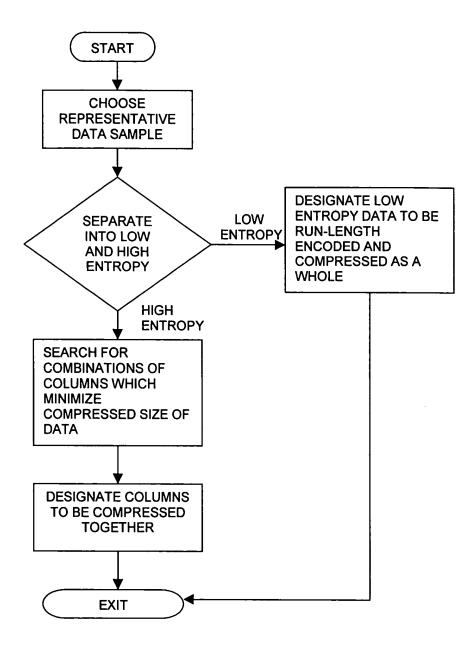


Figure 2

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	BY	CLASS	SUBCLASS	
	DRAFTSMAN			

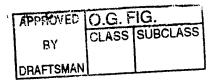
A B D C E
A B D C E
A B D C E
A B X C E
A B X C E
A B X Z Z
O B X Y Z
O B X Y Z
O B X Y Z

Figure 3A

In the first down that the first first for

A B D C E
3 3 x 0
2 4 y 5 z 0
1 1 0 0
3 0

Figure 3B



```
read partition file
write header containing {
    pzip identification magic
    induced partition
}
while data remains {
    read window buffer
    for each partition class {
        copy columns to internal buffer
        gzip internal buffer
        write compressed buffer
    }
}
```

Figure 4

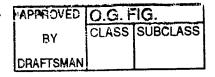
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```
/* open output file stream */
op = sfopen(0, "output.pz", "w");
/* push gzip compress discipline */
sfdcgzip(op, SFGZ NOCRC);
/* write pzip header and partition */
sfwrite(op, header, header_size);
sfsync(op);
/* loop through all windows */
while (parts = read window(ip, buf))
     /* output window size */
     sfputu(op, parts->winsize);
     /* output each partition class */
     for (i = 0; i < parts->classes; i++)
          sfwrite(op, parts->pclass[i],
                  parts->psize[i]);
     sfsync(op);
     /* write DIFE low frequency data */
}
```

Figure 5

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```
for (;;)
     /* read number of pattern copies */
     number copies = sfgetu(ip)
     do
          /* initialize output record
             with low frequency columns */
          memcpy(buf, pat, record_size);
          /* add in high frequency columns */
          for (i = 0; i < high_freq_cols; i++)
               buf[map[i]] = *mix[i];
               mix[i] += inc[i];
          /* write the record */
          sfwrite(op, buf, record size);
      while (--number\_copies > \overline{0});
     /* get next pattern column
        offset+1 that changes */
     column = sfgetu(ip)
     /* 0 means window is done */
     if (column == 0)
          return 0;
     for (;;)
          /* install the new value */
          pat[column - 1] = *val++
          /* get next offset+1 */
          column = sfgetu(ip);
          /* 0 means changes are done */
          if (column == 0)
               return 0;
}
```

Figure 6

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BY CLASS SUBCLASS

DRAFTSMAN
```

```
HEADER
     magic number for identification
     record size
     max records per window
     column permutation
     number high frequency columns
     high frequency partition classes
WINDOW
         one or more windows
     number records in window
     0 if no more windows
     HIGH FREQUENCY DATA
          class 0
          class p+1
     LOW FREQUENCY DATA
          number of DIFE values
          DIFE pattern record
          DIFE values
          DIFE DATA one or more
               repetition count
                  if no more data
               COLUMN CHANGE LIST
               column offset+1
                 if end of list
          }
     }
```

Figure 7





record size: 752

field1: 748 82 734 81 749-750 78 747 744-746 79-80 743 77 733

field2: 225 224 222-223 226-232 119 233 117-118 422 236

field3: 450 424 96 62 95 61 449 field4: 125-126 124 123 121 120 122

field5: 331 330

field6: 166 159-160 167 164

field7: 138 555 554 137 560 157 271 270

field8: 423 320 319 178 564 316

field9: 107-108 106 field10: 163 165 158

field11: 63
field12: 66
field13: 67-68
field14: 69
field15: 70
field16: 71
field17: 161-162
field18: otherwise.

Figure 8

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